VIVIAN LI

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Skills & Interests

Programming
Python / Java / OCaml

Web Development
Javascript / Node / React / Vue
HTML / CSS / PostgreSQL / PHP

Craft
Sketch / Adobe Creative Suite

Languages
Chinese / French

Education

University of Colorado Boulder / expected May 2029
Ph.D. student in Ecology & Evolutionary Biology
Researching ecological modeling, network ecology, and species interactions

Cornell University / May 2020
B.A. in Information Science & French, Minor in Computer Science
Cumulative GPA: 3.88

Experience

Kona's Earthly Delights / January 2023 - April 2023
Farm Apprentice

- Assisted with harvesting, weeding, and farm maintenance, contributing to the farm's productivity while learning about organic farming techniques
- Managed a booth selling organic produce and farm products, engaging in direct customer interactions and promoting sustainable agriculture

Pacific Crest Trail / April 2022 - September 2022
Successful solo hike of 2653 miles over 5 consecutive months

Uncountable / March 2020 - March 2022
Full Stack Engineer

- Improved the Uncountable platform through additions and modifications to all pages across the platform, responding to customer asks and improving the code quality and web design of the platform, in React
- Designed numerous API endpoints to add complex functionalities and improve AI tools for user interactions across the platform, in Python and PostgreSQL
- Designed and implemented an inventory management system and a series of visualizations for our AI tools, and managed the platform's project notebook through UI design and code review

NASA Jet Propulsion Laboratory / June 2019 - August 2019
Frontend & Software Developer Intern, Mars 2020 Mission

- Developed a frontend application to simulate the drive and camera views of the Mars 2020 Rover in a 3D animation upon user input of rover commands, in React
- Simplified the process for users to plan, execute, and verify command sequences in uplink by implementing a live text editor, three.js 3D simulator, and data table into the application
- Worked with various APIs and AWS to run backend computations and deploy the application, and implemented and modified node packages such as react-redux and react-ace

Cornell University Sustainable Design (CUSD) / September 2017 - December 2019
Currents Team CS Lead, Software Developer

- Created an application that controls the HVAC systems of single occupancy rooms on campus for optimal energy usage
- Managed the Computer Science team in the development of the mobile application, prediction algorithm, and server
- Implemented the server that processes and outputs the prediction algorithm data to a microcontroller controlling the HVAC system, using Node.js
- Designed the prediction algorithm which takes input stored in a PostgreSQL database such as location, calendar, and motion sensing data, and predicts when the system should be on or off for each user's room

Guimbretière Design Lab / September 2019 - May 2020
Research Assistant

- Developed a robotic system to remotely control the movement of a Beam telepresence robot using data collected from an XBox Kinect that tracks user movements and gaze, using ros
- Implemented robot mapping and obstacle avoidance with the use of a camera and infrared sensors, and designed hardware modifications to the original Beam robot